

Muzahir Abbas

3D Generalist (AI Powered)

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Versatile 3D Generalist with a Computer Science background, specializing in AI-driven automation for creative pipelines. Expert in developing custom tools and integrating generative AI within Unreal Engine to accelerate workflows by up to 50%. Proven ability to merge technical innovation with artistic vision to deliver high-fidelity real-time experiences and cinematic content.

Education

National University of Sciences and Technology (NUST)

09/2015 - 06/2020

Bachelor of Science - BS, Computer Science

Work Experience

Creative Technology Lead & Co-Founder

01/2021 - Present

Sparke Production — Islamabad, Pakistan

- Spearheaded the integration of an AI-first production model, developing generative AI workflows that accelerated 2D/3D asset creation by over 50%.
- Designed and implemented custom tools, shaders, and procedural systems in Unreal Engine, reducing manual animation and rendering bottlenecks by an estimated 30%.

AI & 3D Generalist (Freelance)

08/2020 - Present

Part Time & Freelancing — Remote

- Delivered over 15 freelance projects, specializing in hybrid AI and 3D productions, including character animation for trailers, music videos, and metaverse environments.
- Developed custom AI-powered SaaS applications and automation solutions for creative clients, enhancing their marketing, asset management, and operational workflows.

Unreal 3D Technical Artist

10/2022 - 01/2023

MovingStone Digital — Islamabad, Pakistan

- Developed and optimized advanced shaders and materials for multiple Unreal Engine metaverse projects (Youtopia, AthenX), improving rendering performance by 20%.
- Contributed to character rigging, level design, and technical optimization, ensuring all assets were highly performant for real-time interactive experiences.

3D Technical Artist & Generalist

01/2021 - 04/2021

My Avatar Nation — Pakistan

- Engineered a modular pipeline for avatar and clothing assets, integrating Blender, Clo3D, and Unreal Engine to support a large-scale metaverse platform with over 100 customizable items.
- Produced high-impact marketing trailers and character showcases which led to a 15% increase in user engagement on social media platforms.

Certifications

Epic Games Game Design Professional Certification — Epic Games (2025)

Generative AI Automation Specialization — Vanderbilt University (2025)

Essential Skills in Generative AI for Creatives by Adobe — Adobe (2025)

AI Agent Developer — Vanderbilt University (2025)

Google IT Automation with Python — Google (2025)

OpenEDG Python Institute: Programming with Python — OpenEDG Python Institute (2024)

Projects

AI-Powered Cinematographic Shot Generator

Built a full-stack AI tool that converts narrative text into generative prompts and shot lists, accelerating pre-production planning by an estimated 40%.

"Alien Race" Game Characters Design

Designed, sculpted, and rigged a portfolio of 24 unique, production-ready alien characters, establishing the core visual identity for an interstellar game.

"Fall of Lucifer" Book - 3D Trailer (Unreal Engine)

Executed a complete cinematic trailer production in Unreal Engine, demonstrating expertise in character animation, volumetric effects, and sequencer-driven storytelling.

"Fashion AR" - Trailer & Demo (Unreal Engine)

Developed an AR proof-of-concept for virtual garment try-ons, bridging high-fidelity cloth simulation from Marvelous Designer with mobile-optimized shaders in Unreal.

SG Avatars By My Avatar Nation (MAN)

Architected and managed a complex pipeline for the large-scale production of modular avatars and clothing, optimizing rigs and assets for real-time performance.

AI Career Copilot Web App

Developed an AI tool that analyzes CVs against job descriptions to provide an ATS match score, showcasing skills in NLP and practical AI application development.

Skills

AI & Automation

Generative AI (Gemini, GPT) • AI Agents • Pipeline Automation • Machine Learning (TensorFlow.js) • NLP (spaCy)

3D & Real-Time Engines

Unreal Engine • Blender • ZBrush • Substance Painter • Marvelous Designer • Character Creator • Shading & Materials • Rigging & Animation • VFX

Programming & Tools

Python (Flask) • C++ • JavaScript (React, Node.js) • Docker • Git • Google Cloud • Firebase

Language Skills

English (Fluent) • German (Beginner)